Brad Burzon

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Summary

Recent Computer Science graduate with a strong foundation in clean code practices and web development. Recognized for academic excellence and practical experience through impactful projects. Eager to apply agile methodologies and collaborative skills in an entry-level software engineering role, aiming to drive innovation and efficiency.

Education

Purdue University Fort Wayne - B.S. in Computer Science Dec 2023

- Achievements: Dean's List (2021), Honor's List (2021, 2023)
- Relevant Classes: Analysis of Algorithm, C and Unix, Database Systems, Computer Networks

Indiana University

- Attended Aug 2015 - Dec 2018
- Completed 91 credit hours
- Relevant Classes: Data Structures, Programming Language Design, Discrete Mathematics

Skills

Programming Languages: Java, JavaScript, TypeScript, Python, C, SQL, Kotlin
Frontend: HTML, CSS, Angular, Bootstrap, Jekyll
Backend : Node.js, Express.js, MongoDB, Firebase, JSON, SQL
Mobile : Java, XML, Material Design
DevOps: Docker, CI/CD, GitHub Actions
Testing: JUnit4, Jest, TDD, Unit Testing, Test coverage, Debugging Tools, Usability Testing
Collaboration & Agile: Git, Code Review, Documentation, Scrum, Agile, Kanban
Tools & Technologies: REST API, NoSQL, Trello, Microsoft Teams, Figma, Adobe XD

Projects

2DoList - Automated To Do List Feb 2024 - Present

- Developing clean code in Java using DRY, KISS, and SOLID principles, resulting in a 20% increase in code maintainability.
- Optimizing development workflow using GitHub, Android Studio, and IntelliJ, contributing to a 15% faster project turnaround.
- Applying Test Driven Development (TDD) and Adapter design pattern to enhance code scalability and allow for future extensions.
- Designing a friendly User Interface (UI) using XML and Material Design for consistent design across Android devices.
- Ensuring seamless progression through all phases of the Software Development Life Cycle (SDLC) using a Kanban board.

Order Flow - Restaurant Ordering System Oct 2023 - Feb 2024

- Successfully deployed a scalable, Responsive Web application for a restaurant ordering system, resulting in a 20% efficiency.
- Streamlined workflow and deployment by implementing CI/CD pipelines using GitHub Actions, resulting in 99% uptime.
- Designed and implemented an active listener architecture with Firebase that processed over 5,000 orders with 95% accuracy.
- Developed Front End with Angular, TypeScript, HTML, CSS, and Bootstrap while leveraging Firebase for Back End.
- Integrated authentication, hosting, and storage through Firebase, significantly improving user trust and system reliability.

Cerebro - Cognitive Rehabilitation Games Aug 2022 - May 2023

- Leveraged GitHub in a 4-person team for 25% more efficient project management and documentation updates.
- Streamlined project planning with Scrum Agile, cutting development time by 20% through efficient sprint management.
- Conducted Usability Testing with expert matters, improving critical features and boosting user satisfaction by 15%.
- Extended Legacy Code to improve UI, add features, and assist in game design using Java, Android Studio, XML, and Firebase.
- Integrated Firebase Realtime Database to move the application online, enabling users to access game results from any device.

Career Path - Recommendations Engine Aug 2021 - Dec 2021

- Led the UI design and development for a career recommendations engine using Adobe XD, outperforming 7 competitors.
- Implemented responsive UI with HTML, CSS, and, Bootstrap in Angular, ensuring a seamless user experience across many devices.
- Collaborated closely with 3 team members to produce comprehensive project documentation and submit code reviews.
- Enhanced project workflow and team collaboration through advanced GitHub practices, resulting in successful project delivery.

Work Experience

Computer Science Teaching Assistant Aug 2016 - Dec 2017

Indiana University - Bloomington, IN

- Guided 30 students through complex programming ideas, fostering problem-solving skills essential for software development.
- Managed grading of over 500 homework assignments and 420 lab quizzes on time, demonstrating strong organizational skills.
- Enhanced students' grasp of 11 computer science crucial concepts like algorithms, data structures, and software engineering.
- Bridged student-faculty gap, utilizing clear technical communication and teamwork skills for software development.